

Heralds of Ruin is a fan-made, unofficial, non-profit expansion to Warhammer 40,000 allowing you to fight more intimate, narrative-driven games in the grim darkness of the far future.

Citizens of the Imperium, Terran Aristocrats and Underhive gangers, warriors of the Adeptus Astartes and devotees of the Ruinous Powers, starfaring civilisations young and ancient, creatures of all shapes and appetites: welcome to the latest edition of *Heralds of Ruin*!

In a millennium of endless war on a gargantuan scale, where the faces and names of the individual combatants are as worthy of note as the grains of dirt they trample underfoot on countless worlds, *Heralds of Ruin* brings to life the stories of the unsung few whose actions can truly be said to matter. This is war on the scale of the individual and their shadow, where candle-flames dance next to the looming pyre of total war. Here the sparks of history are struck, one by one, until they are fanned into the grand infernos of war that punctuate the galaxy's known history - or are snuffed out, averting disaster for billions of oblivious souls.

If you played *Heralds of Ruin* in previous editions of Warhammer 40,000, or if this is your first assignment into the cut, thrust and sudden explosive demise of skirmish combat in the 41st millennium, welcome! Whether you knew it or not, this is the ruleset you've been waiting for. It's cinematic, immersive and endlessly customisable. At the same time, it's even more recognisable than ever as the plucky younger sibling of 40K. Gather your warriors and get to shaping the fate of the galaxy!

This is also your call to shape the future of this game. The community is endlessly welcoming and innovative, especially when it comes to improving on what we so boldly call "finished." Our online community is ready to give and take gaming advice, tales of conquest and defeat, hobby tips and above all, your improvements to the game! *Heralds of Ruin* would be nothing without its community of dedicated writers and inventors - we urge you to join in, and put your own mark on future editions of *Heralds of Ruin*. Anything is possible if you can conceive of it - after all, the galaxy is a big place, and whatever happens, you will be welcome.

Ash & The *Heralds of Ruin*

2020

Grim, Dark Skirmishing

Take a step into the shadows at the conflict's edge - your skirmish training begins here!

The Game

A game of Heralds of Ruin is essentially a game of Warhammer 40,000 on a zoomed-in scale, with masses of soldiers replaced by a handful of warriors. War on this scale can represent forward operations that might begin a wider conflict or bring it to a swift end, or you might be focusing on a single squad's vitally important action right in the heart of a mighty battle.

Whatever the story behind your game, your warband is a group of individuals with their own unique motives and methods of doing battle, and can be customised far beyond anything in Warhammer 40,000!

To maintain a familiar gaming style, the sequence of battle, including the pre-game sequence and the progression of turns and phases, is the same as in Warhammer 40,000 - as are many of the core rules.

In this book, we'll progress through the phases of the game, and detail where they work differently in Heralds of Ruin. We're assuming you're familiar with the core rules of Warhammer 40,000. If not, that's alright - we suggest taking both rulesets phase by phase. It might seem like a lot, but you'll be shaping the fate of the galaxy in no time!

The Battlefield

Heralds of Ruin is designed to be played on a smaller board than Warhammer 40,000. Common sizes for battlefields (in inches) are 36 x 36, 33 x 40, and 48 x 48. Our mission maps are laid out to show the distances between objectives and deployment zones, which is the important thing!

One feature that should be consistent on all your battlefields is a high density of terrain. We recommend that at least 50% (and all the way up to 100%) of the board surface is covered by terrain of some kind - lots of ruins, multi-level walkways, jungle or whatever else you have!.

Don't be afraid to build vertically as much as you like; with enough levels, you can even get away with using a much smaller board.

The sheer amount of different objects on a Heralds of Ruin battlefield makes it difficult to apply traits or even boundaries to all of them. Instead we use a universal set of terrain rules that covers everything. How terrain affects the game will be described in each phase.

A Team of Heroes

All models in a Heralds Of Ruin warband have the A Team Of Heroes ability. These models count as single-model units for all purposes, ignoring unit coherency and other rules that govern squad behaviour in Warhammer 40K. Note that this does not necessarily make them Characters!

The battlefield roles of Troops, Elites etc don't apply in Heralds of Ruin, and as such there are no Detachments - the Warband is its own entity! Your models fit into one of three categories: Core, Special, and Leader. Occasionally, models may not fit into any of these categories, or one may be allowed to count as another. Your Opus will detail such anomalies.

Core Models

Core models are the backbone of your warband - that's not to say they can't be elite warriors in their own right! Core models have restricted, if any, access to your Armoury. In addition, Core models in Heralds of Ruin always have the Core keyword even if they would not normally. A model that normally has the Core keyword retains it, even if it is not designated Core in Heralds of Ruin.

Special Models

Special models are restricted to just a handful per Warband, but with their access to the Armoury and other high-clearance options, can be customised in many ways to fully realise their potential as fighters, and flesh out their personalities as you see them.

Leader Models

Warbands each have one Leader, who is typically the most customisable model in your force, as well as coming with an additional ability called Inspiring Presence. **All Leaders are Characters**, even if they do not have the Character Keyword.

Inspiring Presence

All Leaders have this ability. Friendly models within 6" of a model with this ability are said to be Inspired. This inspiration can take many forms, and we'll look at the core Inspirations in the Command Phase section.

Warband Building

To build a warband for Heralds of Ruin you will need your faction's Opus, which are all free to download from our website: **heraldsofruin.net**. A Warband is usually 250 points strong.

The Opus lists all the models and wargear available to your warband along with their points costs, and tell you any restrictions on the composition of your warband. You will need your Codex to reference special rules and the cost and profiles of weapons - we can't print those!

An Opus might reference a list of available weapons such as "Weapons of Torture" or "Heavy Weapons list" and in such cases, refer to your Codex for the relevant list. The "Armoury" is a section of special wargear only found in your Opus.

Command Phase

In the heartbeats between rapid advances, sudden firefights and furious melee combat, the Leaders of a warband must exercise their full mental resources to plan for victory, while extracting the optimum performance from the strained warriors under their command.

Gain Command Points

At the start of your Command Phase, you receive one Command Point.

Select your Inspiring Presence ability from the following:

Inspiring Presence

In the Command Phase, if your Leader has not been slain or fled the battlefield, you may choose the effect of their Inspiring Presence aura. The chosen effect lasts until your next Command Phase. You may choose to change this effect even if your Leader has not yet arrived on the battlefield - obviously it has no effect until they do so!

All Leaders start the game with the Lead By Example ability active, and it remains so until a player elects to change it. This means that, even if you have not yet had a Command Phase, your Warband still gets the benefit of your Leader's Inspiring Presence, and you don't have to remember to pick an effect every round if you're happy with it!

If Inspiring Presence is removed or deactivated for any reason, then restored, the effect that was active when it was removed is the one that is restored.

- **Lead By Example:** If you select a model to Flee in the Morale phase, and that model is Inspired, roll a D6. On a 4+, it does not flee. In addition, you may use your Leader's Leadership characteristic in place of that of any Inspired model, for any purpose.
- **Perfect Timing:** At the beginning of the Fight phase, you may choose an Inspired model. That model fights first in that phase, even if it did not charge.
- **Attack Is The Only Order Worth Remembering:** During the charge phase, you may re-roll one or both dice for a single Inspired model's charge roll.
- **On My Mark:** During your Shooting phase, and when firing Overwatch, you may choose a single Inspired model and a single enemy model visible to your Leader. Until the end of the phase, that enemy model receives no bonus to its armour save against attacks made by the Inspired model.
- **Other publications** including your Opus may list other Inspiring Presence effects, which you may select in place of these. A Leader can only have one Inspiring Presence effect active at a time.

Movement Phase

Veterans of a hundred shadow operations will tell you that, no matter the firepower, brute force or warp-touched magic at your disposal, there is no substitute for being in the right place at the right time. To give you the most cinematic experience of your warband navigating the perils of the battlefield, the Movement phase in Heralds of Ruin is a slightly more detailed one.

Types of Move

A model can Remain Stationary, make a Normal move, Advance or Fall Back, just as in Warhammer 40,000. All models are individual units, so choose and move each in turn.

Rapid Advance

When a model is chosen to Advance, you may roll a D6" as normal, or choose to add 3" to that model's Move characteristic instead. If you choose to roll, you must accept the result of the roll even if it is less than 3.

Engagement Range

In Heralds of Ruin, Engagement Range is changed to 1" horizontally and 4" vertically, to take into account the increased density and variety of terrain.

Terrain and Realistic Movement

Models cannot move through solid obstacles! They must move round them, or over them, measuring the distance both up and down when doing so. Obstacles 1" or less in height can be ignored for these purposes - your models can vault over them without undue difficulty.

Windows, doors and other openings are all fair game to move through, provided the model in question could be reasonably expected to fit through the gap. We assume closed doors etc. can be opened freely.

While a gangly Genestealer or claw-footed Scourge *could* squeeze into a narrow space between containers, or cling to a parapet, no model can be set up where it cannot stand unsupported, or where its base cannot fit - it can move through these spaces by following the guideline above, but not stop in them.

Drive-up terrain (adapted from the Scaleable Trait)

Only Infantry, Beasts, Swarms and models that can FLY may finish a move or be set up on any part of a terrain feature that is not on the ground level. The exception is terrain features clearly meant to allow access to less mobile troop types. Such terrain is called drive-up terrain - agree with your opponent if any features on your battlefield are drive-up terrain before the game begins. Any type of unit can be set up on such a feature.

FLY and terrain

Models with the ability to fly have two options when moving in the Movement phase - they can Stay Low or Fly High. If a model Stays Low, it is subject to all the restrictions on movement above, as it hugs cover, skimming the ground. If a model Flies High, you may ignore vertical distance and terrain when moving it, but it cannot Hide, and gains none of the benefits of cover against ranged weapons until the start of its next Movement phase. Cover is detailed in the Shooting phase.

Climbable terrain

Some terrain features are heavy with hanging vines, handholds, and the like. Some sloping terrain could clearly be stood upon, but a top-heavy model won't balance there! You may agree with your opponent before the game that certain terrain features are climbable - models may end their move partway up such terrain, even if they can't be physically placed there. Agree the model's position and set it aside.

You may need to hold it in place for targeting purposes, later on. When you do so, the model's base should be placed flat against the terrain feature, as if it were standing on a normal floor. Only Infantry, Beast and Swarm models may take advantage of this rule.

If a model starts any kind of move or charges from a position partway up Climbable terrain, subtract 2" from that Move or Charge, even if they are going down!

When it is chosen to make a normal Move, you may choose to have such a model Fall voluntarily instead. See the rules for Jumping, below.

Jumping

As part of its Move, an Infantry, Swarm or Beast model may jump across a gap. The distance a model can jump is equal to half its Move characteristic, rounded up. Jumping cannot increase the total distance a model can move; i.e. a model with a 1-inch base and a 6" move could not move 3" to the edge of a 3" gap then attempt to jump across it, as it would not be possible to set the model up on the other side without moving it further than 6" to account for the size of the base.

To attempt to jump, move the model to the edge of the gap - its base must not overlap the edge - then roll a D6.. On a 2+ the model safely lands on the other side of the gap. On a 1 however, the model falls through the gap and takes damage: see Falling, below!.

Falling

If a model falls from a height, place it on the next surface on which it can stand, directly beneath the point it fell off. If the fall was the result of a failed jump, place it directly beneath the point at which it attempted to jump. It can move no further this phase.

It then suffers an automatic hit with Strength equal to the distance fallen in inches, and AP equal to half that distance, rounding down. The Damage is 1 for a fall of 6" or less, and D3 for a fall of more than 6". For example, falling 5" results in a Strength 5 hit with AP-2 and Damage 1.

(Designer's Note: If there are obstacles beneath a gap on which a model cannot stand but might bounce off, like girders or tree branches, you may wish to split the falling hit into two or more weaker hits, using the rules above for each obstacle the model smashes into on its way to the ground. Agree with your opponent first!)

If a model lands on or within ½" of another model, that model takes the same falling damage as the falling model! Resolve the damage before setting up the falling model. If both survive, set up the falling model within ½" of the fallen-on model. A model can move within the Engagement Range of an enemy in this way, and is not considered to have Charged for the purposes of the following Fight phase!

Hiding

Sometimes it may be in a model's best interest to hide. Concealing yourself can be the best way to survive, but you won't be able to do much to help your comrades...

You may declare that an Infantry, Beast or Swarm model will Hide immediately after it moves in the Movement phase. In order to do so:

- The model must be 6" or more from any enemy models.
- The model must be 50% or more obscured from the point of view of any enemy models.

If, at any point, either of these conditions are broken, the hiding model is immediately

revealed. Otherwise, it stops Hiding at the beginning of its next Movement phase, or until another rule causes it to be revealed.

A model that Hides cannot be targeted by enemy or friendly shooting attacks or psychic powers, or charged, until it is revealed.

A model that Hides cannot take any voluntary action until the start of its next Movement phase, or until it is revealed, nor is it counted for holding Objectives.

To avoid attracting attention, all Aura abilities a model has are deactivated while it is Hiding, including Inspiring Presence.

Psychic Phase

The reality-altering powers of the Psyker are a resource no general can disregard when drawing up battle plans. Those who can manipulate the Warp can have dramatic effects on a battle of any scale - but your missions balance on a knife-edge, and to draw the eye of the Dark Gods or the Black Ships would be most disastrous. We've made some changes to the Psychic phase to limit the most cataclysmic effects of battlefield psykers while enhancing their utility and overall impact.

Choosing and manifesting a Psychic Power.

Select the powers your Psykers will know before the battle, as usual. Not all powers can be chosen in Heralds of Ruin; any exceptions will be listed in the unit entry.

The rules for selecting a psyker, and manifesting and denying a Psychic Power are unchanged from Warhammer 40,000 - but their effects can work differently.

Targets and Effects

Some psychic powers strike with pinpoint accuracy while others create unnatural effects across wide areas. To reflect that in a game of single miniatures, these changes apply to the wording of some Psychic powers:

Primary Target - When you choose a target unit for a Psychic power, you choose a single model, according to the limitations of the psychic power being manifested. That model is the Primary target of the power.

Powers that are described as affecting a single model work exactly how their descriptions say, affecting the Primary target only.

Area of effect - Powers described as affecting a "unit" instead affect all models on the same warband within 3" of the Primary target, as well as the Primary target itself, as though they were a single unit.

Where a power has an effect such as a buff or debuff to a characteristic, apply that effect once to all affected models - just as though they were a single unit in Warhammer 40,000.

For powers that generate a random effect, roll once.

Where a power causes a number of mortal wounds, like Smite, apply that number of wounds to the collection of affected models, starting with the Primary target.

Apply wounds to the Primary target until no wounds are left to allocate or it is slain, at which point you will start allocating remaining Wounds to the closest enemy within 3", and so on.

This means a power that causes D3 Mortal Wounds to a target unit spreads those wounds between the enemies affected by the power - it **does not** result in D3 Mortal Wounds to each affected model!

Mortal Limitations

The destructive power of Mortal Wounds, as well as the ubiquitous *Smite* power, are limited in Heralds of Ruin. When attempting to manifest Smite, on a roll of 5+ the target takes 1 mortal wound. On a 11+ the target takes D3 mortal wounds, as described above.

In addition, after 3 mortal wounds have been allocated in a single phase as a result of psychic powers, for the rest of that phase a model which would suffer a mortal wound as a result of a psychic power is instead treated as if it had been hit by an attack with Strength 12, AP -3 and Damage 1. These pseudo-mortal wounds still count as mortal wounds for any rule or ability that interacts with mortal wounds.

Perils of the Warp

Deliberately limiting their outbursts of raw power can have benefits for psykers. On a double 1 or double 6, the psyker suffers Perils of the Warp as usual, but takes D3-1 Mortal Wounds. This may result in the Psyker escaping their ordeal unharmed.

In the event of the psyker being slain by Perils of the Warp, do not assign D3 mortal wounds to every unit within 6". Instead, assign D6 mortal wounds amongst units within 6", starting with the closest and working outwards from the psyker, the same as for an Area of Effect psychic power, above.

Shooting Phase

On the vast battlefields of the Dark Millennium, battalions unleash staggering amounts of firepower every ground-shaking moment. Just aim over there, and you're bound to hit something. In Heralds of Ruin, things are a little more subtle.

Cover

A model receives the benefit of cover for being obscured from the point of view of the attacker, not merely for standing in a certain place!

Add 1 to armour save rolls for a model if it is 25% or more obscured by a single piece of battlefield terrain that is more than 1" from the attacking model. In addition, if the target is 50% obscured and/or obscured by more than one such piece of terrain, subtract 1 from the Hit roll.

Enemy models can obscure other enemy models in the same way as terrain, and so may contribute to the benefits of cover, but friendly models are always assumed to be able to see through other friendly models.

Targeting

Firstly, choose a friendly model to make a shooting attack, and declare which of its weapons it will shoot with. Then, choose targets for those weapons.

When firing a single shot, models cannot target a model while that model is within 3" of other friendly models with a combined wounds total of 2 or more, unless that enemy model is the closest visible enemy to the firing model. Vehicles can be targeted even if they meet these conditions - they're too big to hide!

Weapons that fire multiple shots can be used to shoot at multiple targets, as we will see below.

Look Out!

Character models cannot be targeted with a ranged weapon unless they are the closest visible enemy model to the firing model. Remember that all Leaders are Characters, even if they lack that keyword.

Take One for the... Warband

If a friendly Character is targeted by a ranged attack, you may choose a friendly model within 3" of it to intercept the shot. The intercepting model must be able to see the Character. Roll 2D6. If the result is equal to or less than the intercepting model's Leadership, resolve the attack against the intercepting model instead, treating it as though it was in the exact same position as the originally targeted Character. The attacking model does not suffer any penalties to Hit rolls from any of the intercepting models abilities. Only one attempt can be made to intercept an attack per phase.

Multiple targets

When firing a weapon that can fire multiple shots, you can choose multiple targets. Each target for a single weapon must be within 3" of at least one other target of that weapon. You can split the attacks as you choose - for instance, a weapon that fires three times could fire two shots at one target and one at another.

Resolve the weapon's attacks one at a time, starting with the target closest to the model making the attacks. If that target survives, it can make it harder to hit the targets behind it. When making an attack against a model that is not the closest model among the targets of the attacks to the firing model, subtract 1 from the Hit roll.

Random Number of Shots

When firing a weapon with a random number of shots that is not a Blast weapon or one that hits its target automatically, choose targets before rolling the dice to determine how many shots it will make, then resolve the shots as above.

Hitting Automatically

When firing a weapon that hits its target automatically, you must choose a number of targets up to the maximum number of shots the weapon can make, unless the number of eligible targets is lower, in which case you must select all eligible targets.

Hits are distributed as evenly as possible across all selected targets, with the target closest to the firing model being hit with any excess. For example, five hits across two targets would result in three hits on the closest target, and two on the other.

Blast Weapons

When firing Blast weapons, like weapons that automatically hit their targets, you **must** select as many targets as possible: you cannot allocate more than one shot to the same model while other models remain eligible to be attacked.

Blast weapons, when firing at a model with between 5 and 9 other enemies within 3" of it, make a minimum of 3 attacks (even if you roll lower for the number of shots). When firing at a model with 10+ other enemies within 3" of it, Blast weapons make the maximum number of attacks (do not roll dice).

Imprecise yet Inescapable

When resolving an attack with a Blast weapon, you do not need to subtract 1 from the Hit roll if the target is not the closest enemy to the firing model.

Finally, enemy models do not receive any of the benefits of cover from other enemy models against Blast weapons and weapons that hit automatically.

Snipers

Models and weapons with an ability that allows them to target enemy Characters, even when they would not normally be able to, retain the ability to do so in Heralds of Ruin. (In 40k this is usually phrased as the ability to "Ignore the Look Out, Sir! rule".) When making a ranged attack for such a model, you may select any visible enemy model as the target. When targeting an enemy with an attack in this way, you may not select any other targets for that weapon.

Grenades

Heralds of Ruin warbands must travel light, being cut off from supply lines or needing to avoid detection by enemy scouts. Grenade weapons in Heralds of Ruin have the following restrictions applied to them:

Limited supply: Each type of grenade can be used by a warband once per phase.

Right time, right place: Your Leader may always throw a grenade, even if the same type of grenade has been used by another model on your warband.

Charge Phase

Whether skulking from a hiding place to silently open a throat, or pounding across an open space shouting in the face of the enemy guns, hand-to-hand combat is all but inevitable when two forces clash over a mission of such importance. In these conflicts, precise application of the right amount of force is the difference between hard-earned victory and bloody defeat.

The Charge phase requires very few changes to function properly in Heralds of Ruin, and we've included two key Stratagems. Careful application of these can make a big difference to how the phase plays out!

Charge Sequence

1. Choose a model to make a charge.
2. Choose one or more enemy models within 12" of the charging model to be the charge targets.
3. Roll charge distance - you must reach the engagement range of your furthest target, without entering the engagement range of any non-targets, to succeed.
4. If successful, move the charging model up to the distance rolled into engagement range.
5. Choose another model to charge.

Charge Phase Stratagems

Overwatch 1CP - Declare when one or more of your models becomes the target of a charge. Those models, and friendly models within 3" of ONE of them, may fire Overwatch at enemy models that are making the charge. If the charge is unsuccessful, each affected model may fire Overwatch against subsequent charges that target it during this phase. If firing Overwatch at multiple models (see the With Me! stratagem below) resolve each model's shots one at a time, with each only being able to target the closest enemy model.

Follow all Shooting rules for selecting targets of Overwatch, with the exception that only charging models can be targeted.

With Me! 1CP - Declare when one of your models is chosen to charge. Friendly models within 3" of it may charge at the same time. Choose targets and make charge rolls for individual charging models, but for the purposes of Overwatch, this is considered a single charge. When this Stratagem is used, any models that could have been selected to charge simultaneously, but were not, may not charge this phase.

Ambush Shot 1CP - Declare when a model that is visible to a friendly Hiding model becomes the target of a charge. That Hiding model may fire Overwatch as though it was the target of the charge. Doing so immediately causes it to become Revealed. This stratagem only allows the Hiding model to fire Overwatch once, but it may fire Overwatch against any subsequent charges that target it this phase.

Heroic Interventions

Any model may perform a Heroic Intervention as though it was a Character, but may only move up to 1". Characters can Heroically Intervene as normal.

Diving Charges and Leaps of Faith

Models may use their elevated position to add power to their charges, at a risk to themselves! If a model's Charge target is vertically 2" or more below a point that the model would cross as part of its charge move, it can make a Diving Charge.

Examples might include jumping off a low roof onto an enemy, or charging up a barricade to leap dramatically from the top of it into combat!

To make a Diving Charge, roll the charge distance for the model as normal, except you can measure diagonally from the point at which the model will jump to within 1/2" of the target (or the furthest target in case of charging at multiple enemies. If you cannot draw a single unobstructed straight line diagonally from the elevated point to the target, the model cannot jump from this point!

if the distance rolled is sufficient, move the charging model up to the point at which it will jump, and roll a D6. On a 2+, complete the charge. On a 1, the model falls as described in the Movement phase!

If a Diving Charge is successful, add 1 to rolls to Wound for attacks made by the charging model in the subsequent Fight phase.

Diving from a position more than 6" above the charging model's target requires a Leap of Faith. Before rolling the D6 to jump, roll 2D6. If the result is higher than the models Leadership, its nerves fail it and it moves no further this phase.

If a Leap of Faith charge is successful, improve by 1 the AP of the charging model's attacks in the subsequent Fight phase, as well as adding 1 to Wound rolls for a Diving Charge.

Objectives in the Charge phase

Models who are controlling or contesting an objective that become the target of a charge can Hold Steady or Set To Defend, provided there are no enemy models within Engagement Range. The missions section provides more detail on holding objectives.

Hold Steady: Attacks made by this model when firing Overwatch hit on a 5 or 6.

Set to Defend: This model cannot fire Overwatch. Add 1 to Hit rolls made for it in the subsequent Fight phase.

Terrain in the Charge phase

Walls and other narrow barriers can be excellent defensive positions, but are not impervious to assault! Enemy models behind a barrier like a wall, palisade or barricade can be the target of a charge as long as they are within 1" of it, even if it would be impossible to move the charging model into engagement range because of the terrain feature.

Models are eligible to fight, and can make attacks with melee weapons, if their target is on the opposite side of this terrain feature, visible to them, and within 2".

Fight Phase

Swirling, chaotic melees are the same no matter the setting or scale of the fight. Almost. While repeatedly swinging at enemies and trying to stay on your feet, consider these simple changes to the Fight phase...

The "Choose unit to fight" and "Pile in" stages work exactly as in Warhammer 40,000.

When choosing targets for a model that made a charge move in the preceding charge phase, you must choose models that were targets of its charge in that phase, unless none remain. In that instance, you may choose a single target in range for that model to direct all its attacks against.

Who can attack?

Models may attack enemies that are in Engagement Range (remember that's 1" horizontally, 4" vertically in Heralds of Ruin) and/or enemies within ½" of themselves, and/or enemies that are within ½" of a friendly model that is within ½" of themselves.

After that, choose your weapon, roll to hit, resolve damage and consolidate exactly as normal!

Terrain in the Fight phase

Add 1 to armour saving throws made for a model if it is 25% or more obscured by a terrain feature from the point of view of the attacking model.

You also have access to the following Stratagem in the Fight Phase

Counter-Attack - 2CP. Use immediately after an enemy model has fought this turn. Choose one of your own models and fight with it next.

Shove

Sometimes the weapons in your hands simply aren't capable of dealing the same damage as, for example, a three-storey drop. Instead of attacking normally, a model may attempt to sacrifice a model on Newton's Altar.

When it is a model's turn to attack, the player controlling it may nominate a single enemy model that is within 3" of the edge of a drop or very steep surface. This enemy model must be an eligible target for the attacking model. Do not make attacks for the attacking model: instead, both players roll off, adding the Strength characteristic of their model to the result. If either model charged or made a Heroic Intervention in the preceding Charge phase, add 1 to the dice roll for that model.

Do not include Strength modifiers from weapons when adding Strength to your roll: - these models are not duelling but desperately grappling, attempting to lift and push each other - but do include modifiers from other sources: psychic powers, combat drugs and other wargear such as armour all make a difference here!

If the model being attacked wins the roll off, nothing happens. If the model making the attack wins, the enemy model Falls, from the closest point to it, exactly as described in the Movement phase. *Long live the king.*

Morale Phase: Basic

During the Morale phase, your warband functions in much the same way as a unit in Warhammer 40,000. The Leader is responsible for keeping their fighters going, and even the most experienced operatives may call for a tactical retreat. The Morale and Attrition tests from Warhammer 40,000 have been consolidated into one test.

During a turn in which your warband took any casualties, roll a D6 and add the number of friendly models that were taken out of action that turn. If the result is higher than your Leader's Leadership characteristic, roll a number of dice equal to the number of models remaining in your warband. For each roll of a 1, choose a model to flee the battle - that model is removed. If your Leader is not on the battlefield for any reason, use the highest Leadership among friendly models on the battlefield.

Morale Phase: Rout and Nerve Tests

For some, the basic approach to the morale phase, with models fleeing the battlefield piecemeal after a failed test, doesn't quite work in Heralds of Ruin. For a more individual experience, and one that better represents the hardened attitude of a warband and the do-or-die nature of their missions, we have devised two tests which, at your option, may replace the Morale phase in its entirety: the Rout test and the Nerve test.

The Nerve Test

When a model is removed as a casualty in the enemy Shooting phase, you must take a Nerve test for any friendly model within 3" of its last position. No model can take more than one Nerve test in a single Phase; either they pass and will hold their water for the near future, or they fail!

To take a Nerve test, roll 2D6. If the result is lower than or equal to the model's Leadership characteristic, the test is passed and the model's Nerve holds. If the result is higher, the test is failed.

A model that fails a Nerve test is shaken, disoriented and generally not feeling 100%. If they are still alive at the start of your next Movement phase, they must attempt to Hide. If they cannot satisfy the conditions for Hiding, they are still subject to all of its restrictions - unable to shoot, fight, etc - with the ill-fortune that they can still be targeted by the enemy. A model forced to hide by a failed Nerve test may not use the Ambush Shot Stratagem to fire Overwatch.

The model returns to normal at the beginning of the turn after it tries to Hide.

The Rout Test

Warbands typically have a vital mission to accomplish, and most recognise that dying horribly in the face of overwhelming odds is tactically unwise. After taking a certain number of casualties, warbands will have to pass Rout tests, or decide to withdraw from the field!

At the end of the battle round, if either warband is one or more Rout Thresholds above their opponent, they must take a Rout test. Note that this means there is no situation where both players must take a Rout test!

Threshold 1 - More than 50% of the warband's starting models are still alive.

Threshold 2 - Between 50% and 25% of the warband's starting models are still alive.

Threshold 3 - Less than 25% of the warband's starting models are still alive.

Units that are part of your warband but which are not currently on the table do not count as alive for Rout purposes. Round up to the nearest whole unit when working out how many models a warband needs to survive for each threshold - it can be useful to work this out for your own warband before the game.

To take a Rout test, roll 2D6 and compare the result to the Leadership characteristic of your warband Leader. If your leader is dead, use the best Leadership of any surviving models.

A Rout test taken by a warband Leader ignores negative modifiers to Leadership unless they are specifically described as applicable to Rout tests. A Rout test taken by any other model is susceptible to all the usual modifiers to Leadership.

If the dice roll is equal to or lower than the Leadership characteristic, the warband rallies behind their figurehead and the game continues. If it is higher, all friendly models are immediately removed from the battlefield. Note that this does not automatically mean that the game is over, nor that the side who failed the test are the losers! You will go on to add up Victory Points: this is described in more detail in the Missions section.

Voluntary Rout

At any time that a warband would be required to take a Rout test, it may choose to fail and quit the battlefield. A warband that does so subtracts D6 from their Victory Point total at the end of the game.

Designers' Notes on choosing a Morale rule

The Advanced Morale rules favour a more cinematic and dramatic style of play compared to the basic Morale test, and particularly regarding the Nerve test, add another layer of decision-making to your games. You may wish to incorporate one or both into games while also using or forgoing the Basic Morale rules, and it's worth considering how that affects the game.

Generally, the Nerve test slows the game down and the Rout test is liable to speed it up, so take that into account when deciding which, if either, to use. Tournaments might be better served using Rout rules, whereas a long-awaited match with a cast of favoured heroes might prefer the tension and strategic challenge of the Nerve rules, without the sudden ceasefire of a failed Rout test.

We do recommend that both Nerve and Rout are always used in Campaign play, to make Voluntary Rout available to players who take heavy casualties, as well as allowing you to build warbands with as many different approaches to victory as possible. Using these rules also allows you to take advantage of the full range of Battle Honours in the Campaigns supplement.

Ultimately, it's up to you and your opponents to decide what's the most fun for you!

Command Points

A warband's success is part skill at arms and part luck. Experienced operatives know that to swing the balance of the latter at the right moment can go a long way to bolstering the former. A Herald of Ruin warband lacks access to some large-scale command assets, but can employ tactics and stratagems not ordinarily seen on conventional battlefields.

Generating Command Points

Your Warband has a fixed number of Command Points according to the size of the game you are playing.

A standard 250 point warband has **6 Command Points** before the game begins.

For every full 50 points more or less, add or subtract a Command Point.

In a game where the warbands are different sizes, each side has Command Points equal to those of the larger warband.

Leader Philosophy

A Leader's strict code of conduct, battle training or personality quirks can all affect how their warband functions. You may choose a Philosophy for your Leader before the game. Unless stated in the description, Command Points from Philosophies are gained before the game begins. Your Opus may list other Philosophies in addition to those presented here.

“Tried and Tested” + 1CP

Choose a Stratagem available to your warband. You may only use that stratagem during the course of the game.

“Keep Them Guessing” +2CP

You may not use the same Stratagem more than once in the course of the game.

“Strike Hard, Strike Fast”

If a model from your warband causes an enemy model to be removed as a casualty in the first battle round, gain **+1CP** immediately after the model is removed. If it was the first casualty of the game, gain **+2CP** instead.

“The Slow Knife”

If no enemy models were removed as casualties in the first battle round, gain **+1CP** at the end of the battle round. If no models at all were removed as casualties in the first battle round, gain **+2CP** instead.

“Offense Is The Best Defense”

The first time one of your models enters the enemy deployment zone, immediately gain **+1CP**. If no friendly models are in your own deployment zone, gain **+2CP** instead.

Core Stratagems

Aside from those listed in the Charge phase for ease of reference, Heralds of Ruin's basic Stratagems are listed here. Your Opus will provide other Stratagems for use by your faction.

Command Re-Roll - 1CP. This functions exactly as in the Warhammer 40,000 rules.

Forward Planning - 1CP. Use this Stratagem at the start of your Command Phase. You immediately gain D3 Command Points. You may not use any other stratagems until the beginning of your opponent's Command Phase.

Desperate Speed - 1CP. Use when a friendly model advances. That model may automatically advance 6" (do not roll the dice).

Counter-Attack - 2CP. Use immediately after an enemy model has fought this turn. Choose one of your own models and fight with it next.

At Any Cost - 3CP. Use when a model on your warband would be required to take any kind of Morale test. Until the end of the turn, that model and friendly models within 6" of it automatically pass Morale tests (do not roll the dice).

Immovable Object - 1CP. Use at the start of either player's turn. Choose an Objective marker. For the rest of the battle round, as long as you have at least one model within scoring distance of that objective, you count as having an additional model within scoring distance of it.

Strategic Reserves - 1CP+. Use this Stratagem before deployment. For each 1CP spent, you can place up to 25 points worth of models from your Warband in Strategic Reserves. Models in Strategic Reserves follow all the usual rules for arriving on the battlefield as in Warhammer 40,000, with the exception that they can never arrive in the enemy deployment zone.

Missions

Here we present a collection of missions designed especially for Heralds of Ruin, written by its creators and members of its community. In this section we will take you through the Heralds of Ruin mission rules that govern how you set up and play your games. Note that these rules are just an example of how to play a Heralds of Ruin Game – we encourage players to create their own missions, scenarios and rules!

Getting Started

Unless specified otherwise, a Heralds of Ruin Game follows the same rules for setting up, deploying and determining the attacker/defender as the Warhammer 40,000 rulebook.

Game Length

All Heralds of Ruin Missions last 5 battle rounds, even if one side has no models left on the battlefield. In these cases, the player who does still have models on the board will play on to score additional victory points, if they wish. This process can usually be talked out and tallied up with a few measurements and need not be a drawn-out process!

Objectives

Most missions feature Objectives, which are represented by markers. You can use almost anything you like as an objective marker, from coins or bits of paper to specially made models, but none should be bigger than a 50mm base. When we describe measurements from an objective, we are referring to the point in the very centre of it.

Holding Objectives

Some missions require your models to hold and defend objectives. In order to control an objective, a model must be no more than 3" away from it in any direction, and have line of sight to it. Only one side may control an objective at a time - the side with the most models in control of it! In the case of a tie, the side with the model closest to the objective is in control of it. If this still results in a tie, neither side counts as controlling the objective until the tie is broken.

Carrying Objectives

Some missions require you to pick up and move objectives. To do so, a model must move its base into contact with the objective. It is then considered to be carrying the objective, which must stay as close as possible to that model. Keep it in base contact with its carrier, but move it aside if it would interfere with eg. a charging enemy. Carried objectives can fit through any gap their carrier can fit through. A model can only carry one objective at a time, and only the model carrying the objective is considered to be controlling it for any relevant purpose.

Objectives may be moved in any phase in which the carrying model can move, but may not be moved more than 12" in total in any player turn, or they are Dropped (see below) at the point where they exceed 12" of movement.

Dropping Objectives

An objective is dropped when it moves more than 12" in a single turn, or when a model carrying it loses their last Wound. Place the object in the position where the 12" mark was exceeded or where the model stood. If one side has models within 1" of this point, that player may choose to have one of them to pick up the objective. If both players are able to, roll off. The winner chooses a model within 1" of the objective to gain control of it.

Passing Objectives

Once per player turn, in any phase, an objective may be passed between friendly models within 2" of one another. This does not allow the objective to move further than 12" in a single turn.

To Victory!

Unless otherwise stated, all missions use the total number of Victory Points after the end of the last battle round to determine the winner! Missions feature a Primary Mission, and players may each select two of the following Secondary Missions. A player cannot score more than 5 Victory Points from any single Secondary Mission - any excess are discarded. Missions and Opuses may present further Secondary Missions.

Assassinate - Score 2VP for each enemy Character that is destroyed, and an additional 1VP if one of those Characters is the enemy Leader.

Linebreaker - Score 1VP at the end of each turn in which a friendly model is in the enemy deployment zone.

Attrition - Score 1VP at the end of each turn in which more enemy models were destroyed than friendly models.

Aggression - Score 1VP at the end of each of your turns in which you completed one or more charge moves.

Repel Invaders - Score 1VP for each unsuccessful charge move attempted by an enemy model.

We Will Never Fall - Before the battle, identify the three models in your warband with the highest points value. Score 2VP for each of them that is still alive at the end of the game.

Thorough Recon - Score 1VP at the end of your turn you have at least one unit in three or more table quarters, and all those units are more than 6" from the centre of the battlefield. Score 2VP instead if you have at least one unit in all four table quarters and all those units are more than 6" from the centre.

Dominate - Score 2VP at the end of a battle round if you control more than half the objectives on the board.

Suppress - Score 2VP at the end of a battle round if your opponent controls no objective markers outside their own deployment zone.

The Old Ways - Score 5VP at the end of the game if: a friendly model destroyed an enemy model in the first battle round, and the enemy Leader has been destroyed, and a friendly model is in the enemy Deployment Zone.

Gather Intel - Score 3VP each time a friendly non-beast, non-swarm unit completes the Gather Intel action: A unit can start this action at the end of your Movement phase if it is within 9" of an objective that is visible to it and controlled by the enemy. The action is completed at the end of your next Command phase if the unit is still alive.

Destabilize - Score 2VP each time a friendly non-beast, non-swarm unit completes the Destabilize action: A unit can start this action at the end of your Movement phase if it is wholly within the enemy deployment zone. The action is completed at the end of your next Command phase, if the unit is still wholly within the enemy deployment zone.

Battlezones

To add even more depth to your games, check out the Heralds of Ruin Battlezones supplement, and lead your warband through the myriad environments of the 41st millenium, including deadly jungles, reality-bending warp storms, high-G worlds and even underwater!

MISSION PACKS

The following sets of missions have been put together to provide loose “levels” of play. We think they're all brilliant, but if you have an idea of the kind of game you feel like playing, dispense with the D3 roll and just roll in your preferred set.

The Futile War missions are all based on static objectives, and feature very few special rules. They're ideal for a quick game with very little additional setup or extra rolling in-game. Don't let their simplicity fool you: the lack of bizarre situations to take advantage of will test your pure tactical acumen to the limit.

The Classic Heralds of Ruin missions make for a variety of great intermediate-level games, based on controlling the battlefield, outmaneuvering your enemy or even destroying their base. We recommend new Heralds of Ruin players start here.

The Antaeus missions require still deeper tactical decision-making, feature some specific terrain setups and bizarre scenarios, and will test your warband's ability to react to new situations in a heartbeat. Not for the faint-hearted commander!

Forge Your... Story

In our opinion, the best way to play Heralds of Ruin is to decide in advance between you and your opponent which of the missions in this chapter you want to play. You can create a short story to explain why the two warbands are fighting. Some players go to great lengths to create an engaging narrative, or recreate a story found in the Warhammer 40,000 fiction.

Players can build their warband around this story, maybe even creating some new terrain or objectives to add to the depth of the narrative. In some cases, you also need to choose which player will be the Attacker and Defender; go with whatever suits your story best!

Let Fate Decide

Sometimes you just want to gather your miniatures and play a game, without the need to prepare a story beforehand. In order to decide the scenario you will be playing, roll a D3 to choose your mission set from the table below, and then a D6 to determine which mission from that set you'll be playing.

- 1** - Futile War
- 2** - Heralds of Ruin
- 3** - Antaeus

Futile War missions adapted with kind permission from Chris Nihilus. Antaeus missions adapted with kind permission from Rhett Bricker/Master Antaeus. Many thanks!

Futile War 1 - Border Massacre

The border was, until recently, the scene of a ferocious battle, during which neither side was able to make the decisive move.

The time has come for survivors, reserves and special forces to succeed where mighty armies and war machines could not. You must cross the line and open a way into enemy territory!

Setup

In the centre of the battlefield, place a single objective marker.

Then, players place one objective marker each, one on the right and one on the left of the centre, but always on the Middle Line, for a total of 3 objective markers.

Objective markers must be at least 9" apart, and at least 6" from the battlefield edge. Note that on a 30" wide battlefield this means the positions of the objectives are fixed.

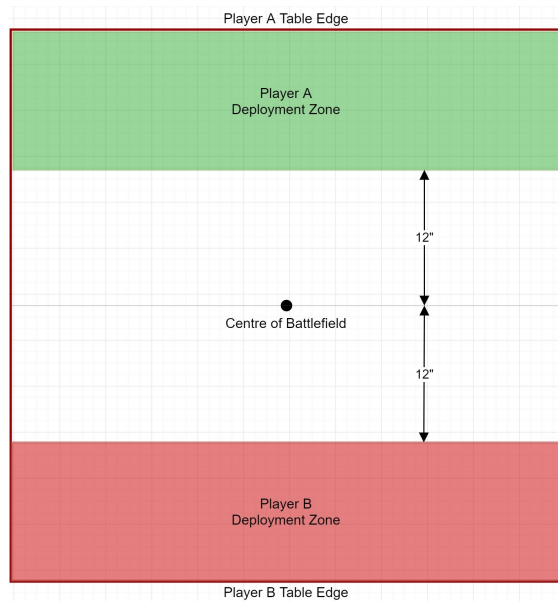
Primary Mission

At the end of every player's Command phase, that player scores 1 victory point for every objective they control. At the end of the game, each player scores 1 victory point for each objective they control.

Secondary Mission

Players may choose the following as one of their Secondary Missions:

Hold The Line - Score 1VP at the end of the battle round if no enemy models are wholly on the side of the battlefield which contains your deployment zone.



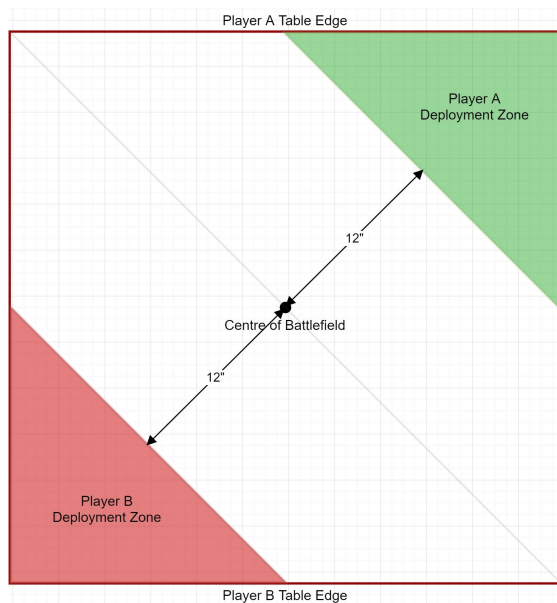
Futile War 2 - Diatribe

*Bombs and artillery have made of this place a desert of fire and death.
Still, supplies are needed on both sides, and the armies send the best they
have to take them in such a damned warzone.*

Setup

In the centre of the board place a single objective marker.

Then, players place one objective marker each, one on the right and one on the left of the centre, but always on the Middle Line, for a total of 3 objective markers. These objective markers must be at least 12" from the centre and at least 6" from the corner of the battlefield. Number the objectives from 1 to 3.



Primary Mission

At the beginning of the first turn of each player, roll 3d3.

The numbers generated indicate the objective markers the player needs to capture, and are referred to as Directives. Directives remain in play once generated.

At the end of every turn, you score one victory point for each of your Directives whose number matches that of an objective marker you control, then remove those Directives.

At the start of each subsequent turn, if you have fewer than 3 Directives in play, generate more until you have 3.

Secondary Mission

Players may choose the following as one of their Secondary Missions:

Plant Tracking Beacons - Score 1VP at the end of your turn if you control 2 or more objectives that match your opponent's Directives.

Futile War 3 - Crescendo

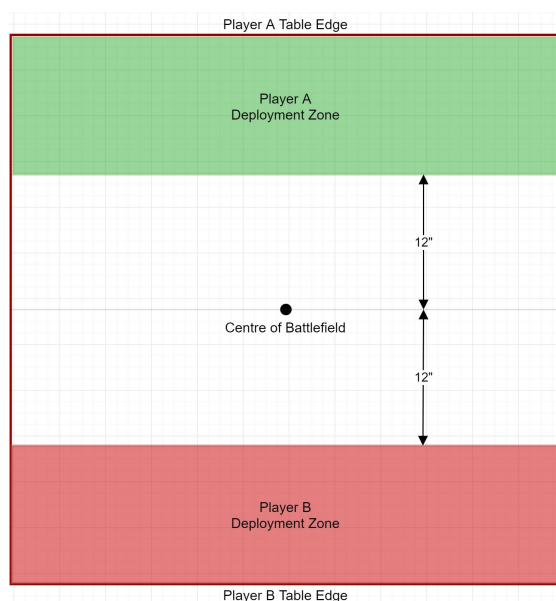
*The misunderstanding turns into hate.
The hate turns into a skirmish.
The skirmish turns into a bloodbath.*

Setup

In the centre of the board place a single objective marker.

Then, players place one objective marker each, one on the right and one on the left of the centre, but always on the Middle Line, for a total of 3 objective markers. Objective markers must be at least 6" apart and at least 9" from the battlefield edge. Note that on a 30" wide battlefield, this means the positions of the objective markers are fixed.

Number the objective markers 1-3.



Primary Mission

At the beginning of the first turn of each player, roll a D3.

The number generated indicates the objective marker the player needs to capture, and is referred to as the Directive.

At the end of every turn, you score one victory point for each of your Directives whose number matches that of an objective marker you control, then remove those Directives.

At the start of every player's turn, they must generate new directives until they have a number of directives equal to the turn number.

Secondary Mission

Players may choose the following as one of their Secondary Missions:

Punitive Action

At the end of the game, score 1VP for every 3 enemy models destroyed, and an additional 1VP if at least one enemy failed a Morale test of any kind during the game.

Futile War 4 - Aggressive Reconnaissance.

There is no retreat, you can only go deeper into enemy territory. Discover their secrets, though it may cost your life.

Setup

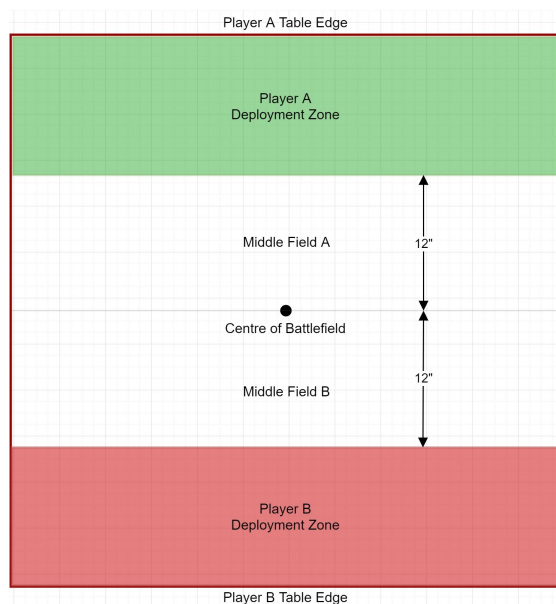
Before choosing table edges, place an objective marker in the centre of each deployment zone.

Then each player, in turn, places an objective marker, one in middle field A and one in middle field B, at least 9" from any of the table edges.

These objective markers must not be less than 9" apart.

There should be 6 objective markers:

1 in Side A, 1 in Side B, 2 in Middle Field A and 2 in Middle Field B.



Primary Mission

At the end of every player's turn, that player counts the objective markers they control.

Player A earns 1 victory point for each marker they control in Middle Field A;

2 points for each marker they control in Middle Field B;

3 points if they control the objective marker in player B's deployment zone.

For player B, the conditions are reversed.

Secondary Mission

In this mission, the points available for each Secondary Objective is restricted to 10, rather than the usual 5.

Players may choose the following as one of their Secondary Missions:

Intel Relay

Each time a player completes the Intel Relay action, they are awarded a number of VP equal to the battle round number.

Intel Relay: At the end of your movement phase, three separate units can start to perform this action provided they are all in different sections of the battlefield (Deployment A - Middle Field A - Middle Field B - Deployment B) and at least one of them is within 9" of an objective and can see it.

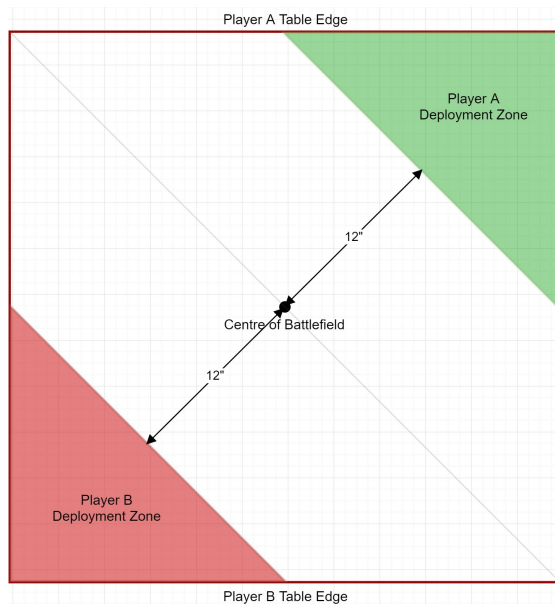
The action is completed at the end of your next Command Phase, provided all of the units performing it are still alive.

Futile War 5 - Last Chance

*The war is over... almost.
While all around lies dust, wrecked tanks and echoes of bravery that will go
unremembered, the last warriors alive fight for the last hill, the last safe
place, the last weapon of destruction.*

Setup

In the centre of the battlefield place a single objective marker. When setting up terrain, try to ensure that the objective commands a good view of the battlefield, but is in a relatively open location: a well-fortified objective will simply result in a race to reach it first, rather than a tactically challenging game.



Primary Mission

At the end of the Command Phase, the player whose turn it is scores victory points equal to the battle round number if they control the objective marker.

Secondary Mission

Players may choose the following as one of their Secondary Missions:

Fate Ordains Our Victory - Score 1VP at the end of your turn if you did not spend any Command Points during your turn.

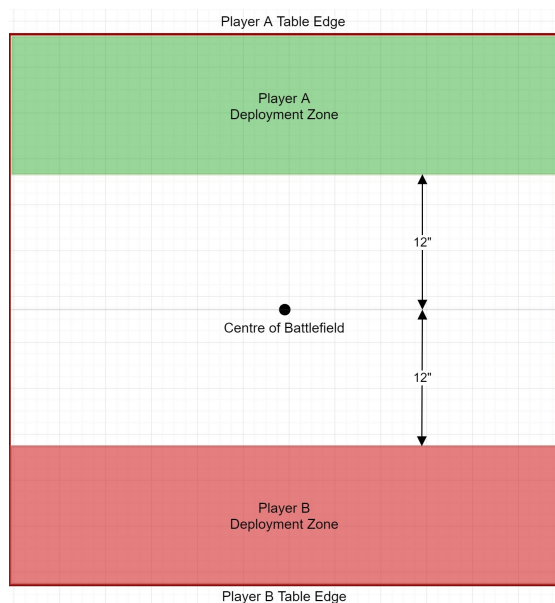
Futile War 6 - Machinery of Risk

War is not waged on the battlefield alone, but also in the mind.

Setup

In the centre of the board place a single objective marker.

Then, players place one objective marker each, one on the right and one on the left of the centre, but always on the Middle Line, for a total of 3 objective markers. Objective markers must be at least 9" apart and at least 6" from the battlefield edge. Note that on a 30" wide battlefield, this means the positions of these objective markers are fixed. One objective is then placed in the centre of each Deployment Zone.



Primary Mission

At the start of the second battle round, the Defending player chooses an Objective marker to be deactivated - remove it from the battlefield immediately. At the start of the third battle round, the Attacking player chooses another Objective Marker to be deactivated - remove it from the battlefield immediately.

At the end of a player's turn, that player scores 1VP for each objective marker they control. If that Objective Marker is in the enemy Deployment Zone, score 2VP instead.

Secondary Mission

Players may choose the following as one of their Secondary Missions:

Time Is Our Ally - Score 3VP for each objective that is controlled by friendly models when it is chosen to be deactivated.

Heralds of Ruin Classics 1 - Escalating Skirmish

Two small warbands have met by chance and neither is prepared to turn back and let the enemy get away without a fight. The skirmish soon escalates as reinforcements arrive.

Setup

There are no objective markers!

Before deployment, both players must split their warbands into two sub-warbands as evenly as possible (for example a warband of 11 models would be split into two sub-warbands of 6 and 5 units). The players then decide which of their sub-warbands start the game on the table (the 'Starting' sub-warband), and which will come on later (the 'Reinforcements').

Follow the standard deployment method as normal, but the players must only place models from their starting sub-warband.

All models in the Reinforcements sub-warband are held in Strategic Reserves. This costs 0CP, but no other models can be placed in Strategic Reserves.

Models cannot be set up in alternate setup locations such as teleportariums, and no model may be set up or moved outside its deployment zone before the start of the first battle round.

Primary Mission

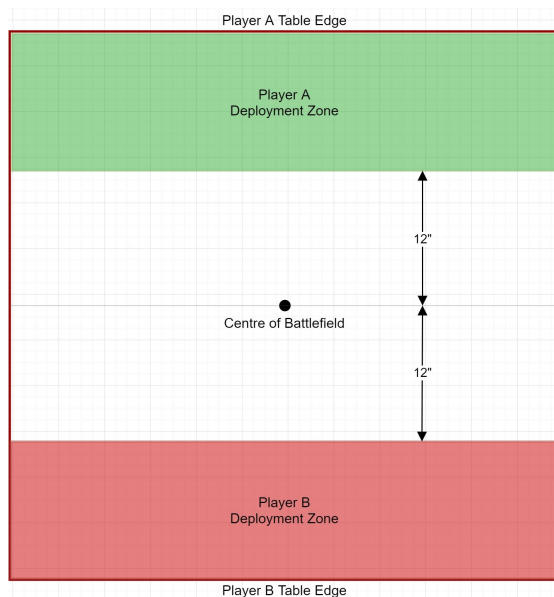
At the end of the game total up the points values of each model that has been removed as a Casualty. Each whole 50 points of models destroyed is worth 3VP to the opposing player.

Secondary Mission

Players may choose the following as one of their Secondary Missions:

Opportunistic Strike

Score 1VP at the end of the game for each enemy Special model that was removed as a casualty.

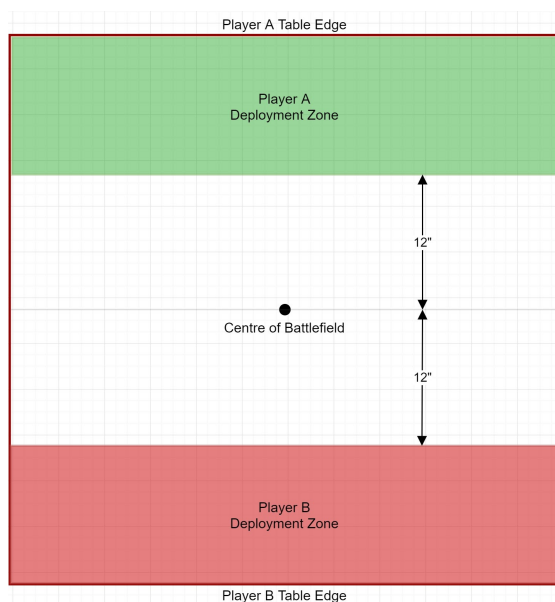


Heralds of Ruin Classics 2 - Doomsday Device

Rumours abound of a device of untold destruction, but it could be within any one of multiple hiding places. Assemble your warband, you need to find the doomsday device and destroy it (or capture it for your own ends) before time runs out!

Setup

Players take it in turns to place a total of 6 Objective markers, starting with the Defending player. The markers themselves do not interfere with the game in any way (move, shoot, etc. as if they were not there). Markers cannot be moved by any means once they are placed. The objective markers may not be placed within either deployment zone, or closer than 6" to each other.



One of the objective markers represents the Doomsday Device that your warband so desperately needs to find. At the start of your Command Phase, if you control any objective markers, choose one of them and roll a D6.

On a roll of a 1-5, remove the marker from the table – this is not the device you're looking for! On a roll of a 6, that objective marker is found to be the Doomsday Device. As soon as the Doomsday Device is found, all other objective markers are immediately removed from the battlefield. If five objective markers have been removed, the sixth automatically becomes the Doomsday Device.

In addition to the normal means of ending the game, if the Doomsday Device is defused, the game immediately ends. That can be achieved by performing the Defuse action:

Defuse: An Infantry model can start to perform this action in your Command phase if it is within 3" of the Doomsday Device. The action is completed at the start of your next Command phase. When the action is completed, roll a D6. On a 6, the action is completed. On a 1, the Device's defensive failsafes activate, the action fails, and the model performing the action suffers 1 mortal wound.

Primary Mission

At the end of the game, the player who controls the Doomsday Device gains 15VP.

Secondary Mission

Players may choose one of the following as one of their Secondary Missions:

Prevent Apocalypse

Score 5VP at the end of the game if a model from your warband defused the Device.

Seize the Means of Destruction

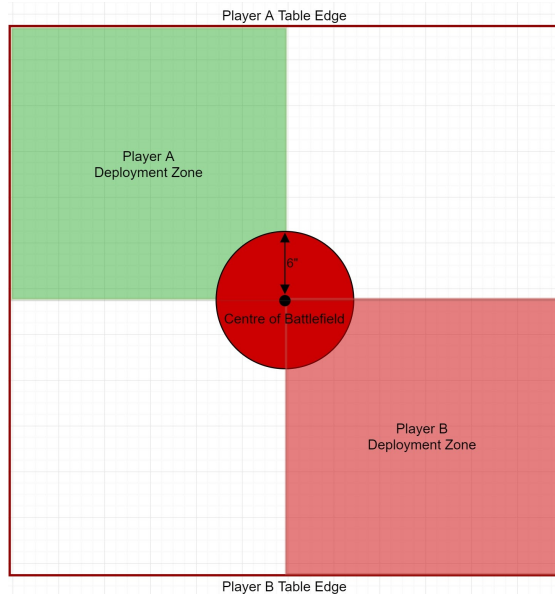
Score 5VP if a model from your warband discovered the Device and the Device was not defused.

Heralds of Ruin Classics 3 - Take and Hold

Sometimes territory is the most valuable asset you can claim, and your warband needs it. It's time to move your front line forward, seize the enemy's ground!

Setup

Players take it in turns to place a total of five Objective Markers, starting with the Defender. Once the terrain has been set up, roll a D6 for each Objective Marker. The objective marker gains an Aura ability, with a range of 6", as shown in the table that lasts for the whole battle and cannot be extended, reduced or deactivated for any reason.



Primary Mission

At the end of the turn, the player whose turn it is gains 1VP for each Objective Marker they control.

Secondary Mission

Players may choose one of the following as one of their Secondary Missions:

Blockade

Score 1VP at the end of your turn if you meet the following conditions: there is a friendly model wholly in each battlefield quarter that does not contain a Deployment Zone, there is a friendly model wholly within 6" of the centre of the battlefield, and each of those models is within 9" of one of the others.

D6	Objective Aura
1	Unremarkable: hold this objective because those are your orders!
2	Grav-Inhibitor: models that start any phase within 6" of this Objective gain the Fly keyword until the end of that phase.
3	Promethium Silo: if a model receiving the benefit of cover within 6" of this objective passes a save against a shooting attack, roll a D6. On a 2-6, everything is fine. On a 1, the promethium ignites! That model takes a mortal wound.
4	Weapons Cache: You may re-roll Hit rolls of 1 for attacks with ranged weapons made by models within 6" of this objective.
5	Abandoned Meds: models within 6" of this objective may roll a D6 when they suffer a Wound - on a 6 that wound is ignored.
6	Fortified Camp: models within 6" of this objective receive a +2 modifier to their save rolls for being in cover, rather than the usual +1.

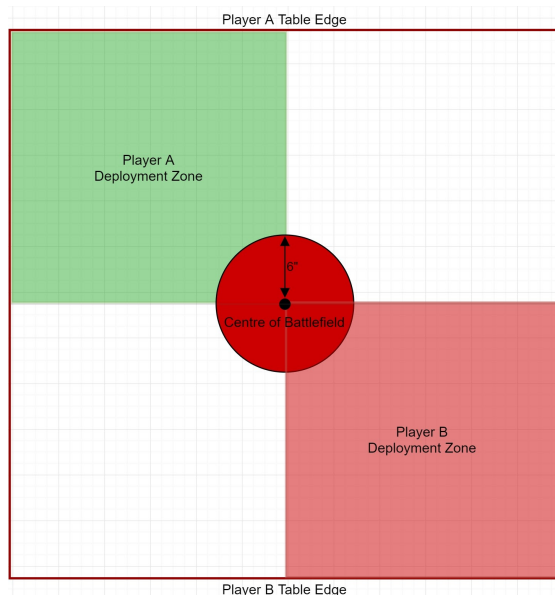
Heralds of Ruin Classics 4 - Possession

Something of value is spread across the battlefield. Perhaps a shower of meteorites containing Adamantium ore fell to earth, or xenos archeotech fell from a crash-landed ship. Whatever these things are, your warband wants them.

Setup

Decide who will be the Attacker and Defender. Players take it in turns to place a total of 5 objective markers to represent Artefacts, starting with the Defender.

The Artefacts can be placed anywhere on the table at least 6" away from each other or the table edge, and not within either deployment zone. Remember you do this before deployment zones are chosen, so try to be fair when you place them. Artefacts can be carried, as described at the start of the Missions section.



Primary Mission

At the end of the game each Artefact is worth 3VP to the player controlling it.

Secondary Mission

Players may choose one of the following as one of their Secondary Missions:

Power Convergence

At the end of the game, if your warband has successfully completed the Converge action, score a number of VP as follows:

If 2 artefacts were used, score 2VP

If 3 artefacts were used, score 3VP

If 4 or more artefacts were used, score 5VP

Converge: You can only complete this action once per game.

A model carrying an Artefact can start to perform this action in your Movement phase if there are any other friendly models carrying Artefacts within 6" of it.

You can opt to use any artefacts carried by friendly models within 6" of the model performing the action in the Convergence. If you do, those models are treated as though they are also performing the action.

The action is completed at the end of your turn.

Heralds of Ruin Classics 5 - Last Stand

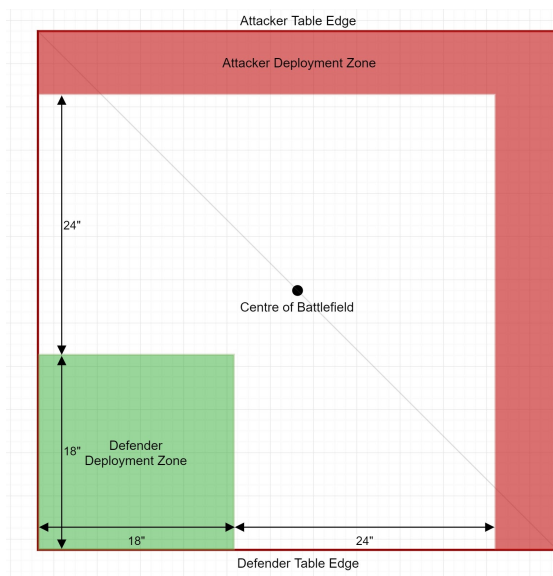
This is it, your warband's final stand against your enemies. Or is it?! Reinforcements are on their way, you just need to hold out until they get here, and crush them between the hammer and the anvil!

Setup

In this mission one warband is a defender waiting for reinforcements, whilst the other is the attacker. Determine which player will take on which role.

During this mission, ignore all special rules that dictate deployment - all. Although it may not be totally accurate for some armies' backgrounds to do so, it is vital for this mission to work as intended – a nail biting last stand!

When setting up your terrain, to give the defenders a fighting chance in this scenario, you must place a relatively high level of cover in one corner of the board for them to hide behind. This can either be a building or ruin, or a number of barricades such as a defence line or sandbags.



Before deployment, the defender must split their warband into two sub-warbands as evenly as possible (for example a warband of 11 units would be split into two sub-warbands of 6 and 5 units). They then decide which of their sub-warbands start the game on the table (the 'Defending' sub-warband), and which will come on later (the 'Reinforcements').

The defender starts deployment of their defending sub-warband, placing one unit and then alternating placing units between the attacker and defender. The attacker will always get the first turn in this mission. The defending player's reinforcement models are placed in Strategic Reserves when the game begins (this does not cost any CP) and when they arrive they may enter from any table edge of the defender's choice.

Primary Mission

At the end of the game look at how many models from the Defending sub-warband are left on the table. If half or more remain, then the defender scores 10VP. If there are less than half left then the attacker scores 15VP. In either case, if the attacker has less than half of their entire warband left on the table, the defender scores an additional 5VP.

Secondary Mission

The Defender may choose the following as one of their Secondary Missions:

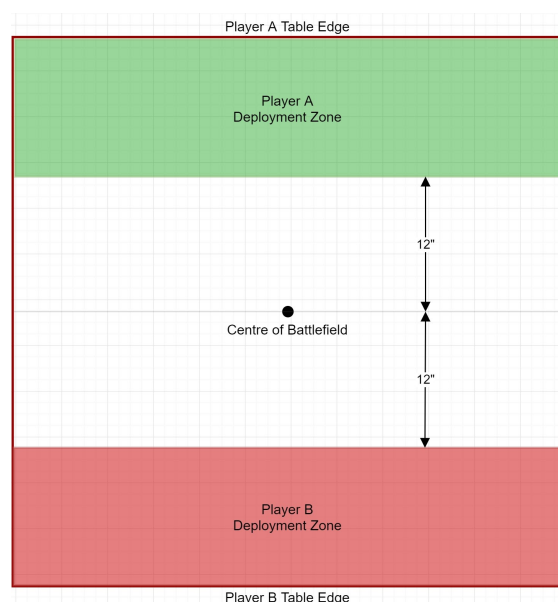
Heroic Stand

Score 1VP at the end of your turn if no surviving model from the Defending sub-team is outside your deployment zone.

Heralds of Ruin Classics 6 - Raid

The enemy base has been found and this could be the one and only chance to destroy it. Your warband has been sent in to bring the base down on top of their heads.

In this mission one warband is a defender guarding their base, whilst the other is the attacker. Determine which player will take on which role.



After setting up the terrain and determining which player has which Deployment Zone, the defender must place three Base Supports completely within their Deployment Zone (this can be inside a building). The Base Supports must be placed at least 6" away from any table edge. The supports are represented by objective markers.

In reality the 'support' could be anything from a literal support pillar, to a generator or a control panel. The Base Supports block movement and line of sight, and may not be moved once they are placed. Deployment continues as normal once the Base Supports have been placed.

A Base Support has a Toughness of 6, a Save of 3+ and three Wounds. It may only be destroyed in the Fight phase or by an Explosive Charge (see below)

Any Defending model within 3" of a Base Support ignores negative modifiers to its Leadership, and may not Hide.

The Base Support is charged/attacked in combat in the same way as any other enemy unit. In addition, after deployment the Attacking player may nominate up to three of their models to carry 'explosive charges'. These work exactly as a Melta Bomb, may not be used against anything other than a Base Support, and each may only be used once per game.

In addition to the normal means of ending the game, if all three Base Supports have been destroyed the game ends immediately.

Primary Mission

At the end of the game, each Base Support that has been destroyed earns the attacker 5VP. Each Base Support that remains earns the defender 5VP.

Secondary Mission

Players may choose the following as one of their Secondary Missions:

Up Close and Personal

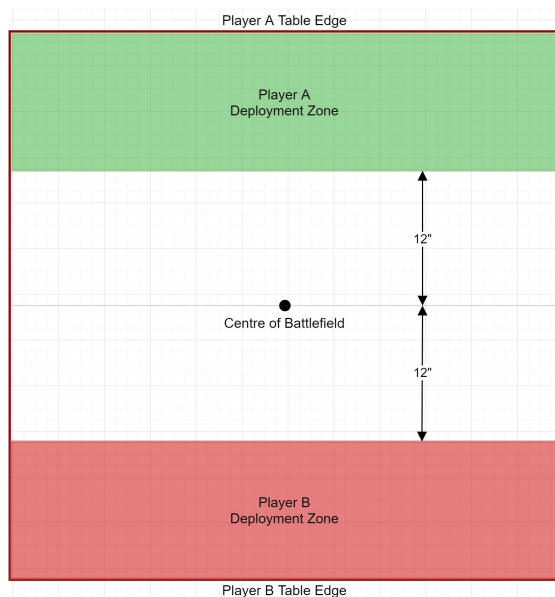
Score 1VP each time an enemy model is removed as a casualty in the Fight phase while it is within 3" of a Base Support.

Antaeus Mission 1 - Fragmentary Order

Solar storms have killed all of your comms. It's been 6 standard cycles since you've heard anything from leadership. To complicate matters, you have now encountered an enemy element, though they look just as bewildered as your crew. You consider to what degree you wish to bloody their noses before leaving the area when every vox in the area bursts into frantic activity! A celestial fluctuation has rendered all vox channels one and even drifts the signal into the warp. Every element in the area converges on your location, intent on gaining an advantage or even just breaking up the monotony.

Setup

Place 1 objective marker in the centre of the battlefield. Players should take it in turn to place four more objectives one by one. Each should be placed in a different table quarter at least 12" from the center objective and at least 6" from another objective. These non-centre objectives are referred to as satellite objectives.



Primary Mission

The first time an objective falls under either player's control, that player gains 1 Victory Point.

At the end of the second battle round, roll a d6 as comms are restored! Consult the following instructions: they are now your Primary Mission.

1. Distress Signal - the center objective is worth 5 Victory Points, while the satellite objectives are worth 2 VP each, to whichever side holds them at the end of the game.

2. Area Denial - Each objective becomes a Toughness 5 infantry model with 3 wounds and a 3+ armor save, which both sides treat as an enemy. Destroying one scores 3 VP.

3. Kill Order - Players earn 3 VP for every 50 points (or fraction thereof) of the enemy that does not survive the battle.

4. Evac! - At the end of each battle round, roll a D6 for each model on the battlefield. That model takes a mortal wound depending on the result, as shown in this table:

Round 3	5+
Round 4	4+
Round 5	3+

In this scenario, models can exit the table in their own movement phase by moving over the edge of the battlefield. Score 1VP for each friendly Special or Leader that does so. Models that leave cannot re-enter the battlefield.

5. Recovery - All objectives become movable and must be moved off the table. Gain 3 VP for each objective moved off the table in this way. A model that moves an objective off the table may re-enter play from the same point it left at the beginning of the controlling player's next turn.

6. Strategic Meltdown - Roll twice on the Fragmentary Order table. If a 6 is rolled for one of these, roll 2 more objectives until all 5 possibilities are in play or you stop rolling 6's. You are now responsible for all of these objectives!

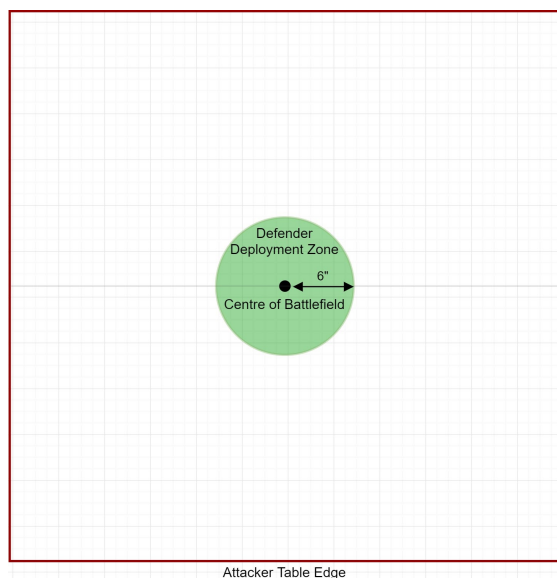
Antaeus Mission 2 - Death By Moonlight

Special note - Re-arrange the table so that the piece of terrain with the highest point on the table is in the center. Place the objective here.

High command is preparing a salient into the nightside and wants to place autonomous flare launchers that troops can use to call for light as needed. You are in the middle of setting up the array when an enemy kill warband enters the area determined to keep your forces in the dark. You must defend the array at all costs, fortunately, you have a large supply of illum flares to keep the battle lively.

Setup

The defender's deployment zone is anywhere 6" or less from the centre of the table, and the attacker must simply choose a table edge. The defender deploys their entire warband first and the attacker will always have the first turn. The attacker may not deploy anything, but instead, will arrive as if from strategic reserves, except that in the first battle round they may arrive as though it were the second.



For each unit arriving from reserves, roll a d6. On 2-6 the owning player may choose which table edge the unit arrives from. On a 1, the unit got lost or diverted, and their opponent chooses the table edge instead.

This mission takes place on the nightside of a tidally-locked moon, during a smog-choked blackout, or other environment of reduced visibility. The Terrible Visibility rule applies throughout the entire battle:

Terrible Visibility: Reduce all rolls to hit in the shooting phase by 1. The modifier to Save rolls from cover is increased by +2 rather than the

usual +1.

Whichever player holds the objective may, at the start of their shooting phase, dictate that the Terrible Visibility rule is suspended for the remainder of their turn and the entirety of their opponent's next turn.

Primary Mission

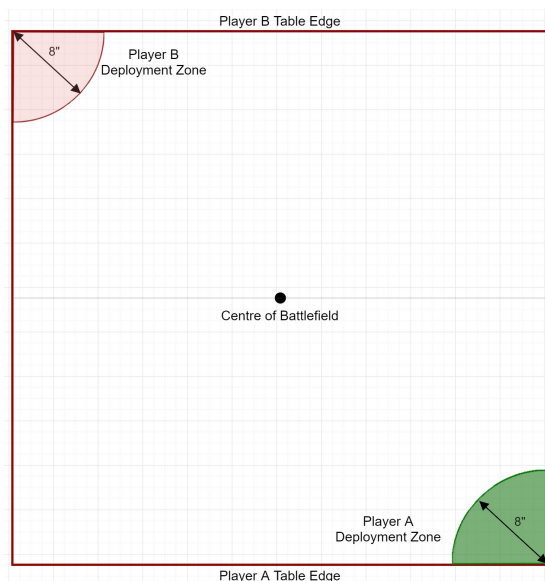
The center objective is worth 15 VP to the player who controls it at the end of the game. Each time a player loses control of the objective, 1 VP is awarded to their opponent.

Antaeus Mission 3 - Amphibious Ops

A transport carrying has crashed nearby and left unsecured intel all over the area. The only problem is that this area is a spillover causeway for a dam with several dozen large holes blown in it. The city's automated flood prevention system means that the area is occasionally savaged by raging torrents of water, making retrieval tricky. To further complicate matters, an enemy warband is in the area - likely part of the same element that shot the transport down in the first place. How they know about the intel is irrelevant; you cannot let them have it!

Setup

There are 5 objective markers and 5 loot markers. Players will take it in turn to place them, making sure to mark the difference between objective markers and loot markers. Loot markers can be moved in the usual way, save that they can be moved off the table to be permanently captured. Any models that are moved off the table may not return. They always survive the battle, but do count toward routing. Standard objectives are too heavy or delicate to move and must be held until the game ends to yield victory points. Each of the 10 objectives is worth 2 VP to whomever controls it at the end of the game.



normally climb may climb to the first level of terrain above the table surface, but will have to find ramps or jump to get around after that.

If the battlefield is flooded, at the start of the next battle round, roll a d6. On a 1-2, the flood immediately recedes and the surface of the battlefield becomes passable. At the beginning of the next battle round, start rolling for the flood again. You get the idea!

A note on terrain: This mission assumes you have an excellent selection of complex terrain on hand with multiple levels and removable ramps.. If not, this mission could turn into a slog and that's completely okay! War is horrible and so is flooding, when you put them together, sometimes there are no winners.

Flood - At the beginning of every battle round after the first, roll a d6. On a 1 or a 2, the water begins rising. At the beginning of the following battle round, the surface of the table is considered impassable terrain.

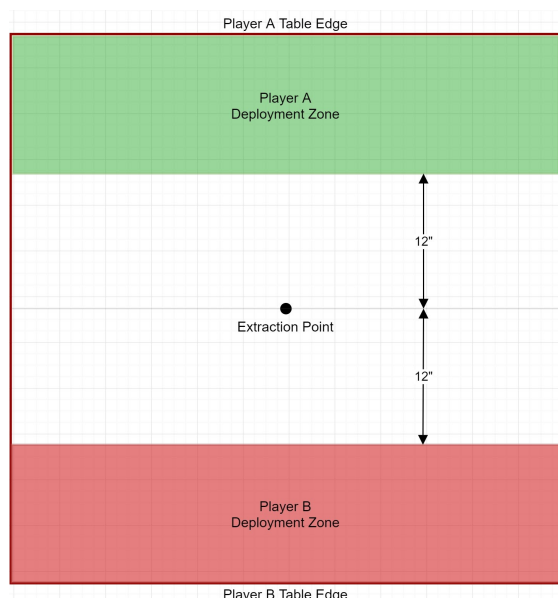
Models that are still on the surface of the table must attempt to keep their footing - roll a D6 for each of them. If the result is higher than the Strength characteristic of the model it is swept away. Remove it from the battlefield along with any objective it is carrying. Models that cannot

Antaeus Mission 4 - The Resistance

Your warband has been assigned to capture a high value asset and get them to an exfiltration point. Between you and mission success is an enemy warband and an extremely mean-spirited and well-armed populace who are tired of being pushed around.

Setup

Six Objective markers are placed. They must be placed 12" from the center of the table, four along diagonal lines to the corners of the battlefield and two directly north & south of the center point, so that they border the Deployment Zones.



Hostile Populace: At the end of each phase, if a unit is within 6" of an objective marker, roll a d6 and consult the following table, unless the marker has already been rolled for. The result applies to the objective marker for the rest of the battle.

1 - Structure Trap!: Roll a D6 for each model within 3" of the objective marker. On a 1, that model suffers a mortal wound. The objective marker is then removed.

2 - Held by militia: Each model takes a S3, AP- hits each Shooting Phase they begin within 6" of the objective.

3 - Angry Mob: Each model takes a S3, AP- hit each Fight Phase they begin within 6" of the objective.

4 - Hive Gang: Each model takes d3 S3 AP-2 hits each Fight Phase they begin within 6" of the objective.

5 - Cartel Guard: The unit takes a S7 AP-3 hit each Shooting Phase they begin within 6" of the objective.

6 - High Value Target: This is the person you were looking for. The objective is now revealed.

If 5 Objectives have been identified, then the 6th is automatically the high value target. This objective must be seized and moved to the highest point at the center of the table for extraction.

Primary Mission

At the end of a player's Command Phase, that player earns 5VP if they have a model on the Extraction Point. If that model also controls the High Value Target, the game immediately ends.

The High Value Target is worth 5 Victory Points to the warband that controls it at the end of the game.

Secondary Mission

Players may choose the following as one of their Secondary Missions:

Suppression Campaign

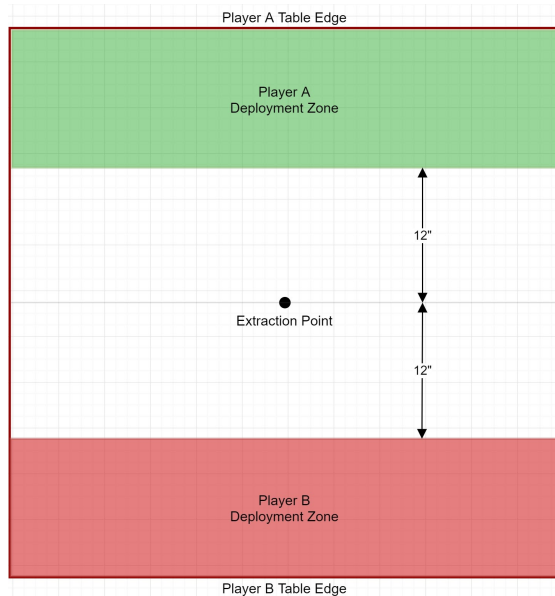
Score 1VP at the end of each of your Command phases for each objective marker other than the High Value Target that you control.

Antaeus Mission 5 - Cyclonic Tectonic

It figures. High command made a mistake and now you and your warband have to go clean it up for them. It seems they missed a hardened surface-to-space gun battery in their initial recon. The cyclonic and tectonic bombardment has already begun and wouldn't you like to know who they tapped to go take care of that battery?

Setup

Other than the following additions, this mission is identical to the Raid mission (Heralds of Ruin Classics no. 6



A World In Torment: After the first full battle round, roll a d6 and consult the following table. Its effects apply for that full battle round (both players' turns) and then will be rolled again before the next battle round.

d6:

1-2 Eye of the Storm - A rare moment of calm settles over the battlefield. No effect this turn.

3-4 Storm Wracked - A moment of hard vacuum catches you off-guard, but reduces friction and decompression dangers for ranged weapons. All ranged attacks are made with a -1 to hit, but with a -1 to AP. All close combat attacks have a -1 to AP. (ap-2 becomes -3, etc.)

5-6 Tectonic Upheaval - The ground shakes and cracks. Roll a D6 for each model within 1" of any terrain feature: on a 1, that model takes a S5 AP-2 D1 hit.

Antaeus Mission 6 - Monster Hunt

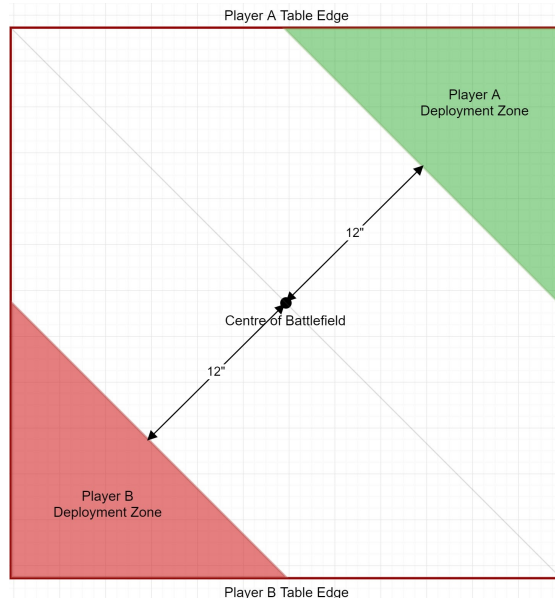
High command has earmarked an isolated monster that someone or other wants captured and dissected. It looks like a popular beast, considering the strength of forces converging on it.

The Monster's statistics are as follows:

Move: 9" | WS: 4+ | BS: - | S: 10 | T: 6 | W: * | A: D3+3 | Ld: 10 | Sv 3+

Setup

At the beginning of the game, place the Monster in the center of the battlefield.



Monster Moves

At the end of the first battle round, roll a scatter dice or otherwise determine a random direction, and roll 2d6. The monster will move the rolled distance in the direction indicated.

In subsequent battle rounds, before either player's turn, the monster moves 9" per turn (and is not slowed by terrain) toward the closest model and then attempts to charge, rolling 2d6. For Overwatch, treat the closest model to the Monster as the target of the charge. Models on both sides may fire overwatch if they are within 3" of that model.

When making the charge move for the Monster, assume it attempted to charge all models with which it could engage given the charge roll that was made. In the Pile In and Consolidate steps, it will move as far as possible toward the nearest model.

The Monster's Abilities:

It Will Not Die: At the beginning of each battle round turn, the Monster recovers D3 lost wounds.

You're Making it Angry: Each time the Monster suffers a Wound, roll a D6. On a 6+ the Monster does not lose the wound!

Pulverising Blows: The Monster's Attacks are resolved at AP-2 and Damage D3.

Adaptive: The Monster has 6 Wounds for each player taking part in the game.

Primary Mission

The player who causes the monster to lose its first wound gains 5 victory points.

The player who causes the monster to lose its last wound gains 5 Victory Points.

When the monster is dead, do not remove its model. It becomes an objective marker that cannot be moved by any means. At the end of the game, the player who controls it gains 5 Victory Points

Secondary Mission

Players may choose one of the following as one of their Secondary Missions:

Monster Treats

Score 1VP for each enemy model that was removed as a casualty as a result of an attack made by the Monster.

Credits

Heralds of Ruin 9th edition was made possible through the efforts of:

Rhett Bricker

Greg Davis

Mattia “Pincer”

Charles Jupiter

Ivan “Wolf” Guerrero

Iain McDonald

Teis Pazdzior

Jean-Luc Delaroute

Dohyun Suescum

Alex Ayliffe

Ash Gavin

HeraldsOfRuin.net

BONUS RULESET

Heralds of the Maelstrom

Maelstrom of War 2019 for Heralds of Ruin!

Enter the Maelstrom

We like Maelstrom of War and we like writing missions, so you're in luck! We've made some adaptations and brand new missions for Heralds of Ruin!

Each Heralds of the Maelstrom mission uses four objective markers which form the core of the game, rather than the six found in Maelstrom of War.

Before choosing your mission, you must construct your deck of Tactical Objectives. We really recommend using physical cards you can draw and discard *in situ* - but you can use the Tactical Objectives table in the Warhammer 40,000 rules to generate Tactical Objectives with dice rolls in a pinch.

Constructing your deck:

Take a full deck of 36 Tactical Objectives from either the Warhammer 40,000 Tactical Objectives set or your Stratagem's Datacards.

Remove all cards that reference objective marker 5 or 6, the Big Game Hunter card, and the Priority Orders Received card, leaving you with 30 cards.

You may then remove up to 6 additional cards from the deck that you don't wish to attempt to achieve, and you may pay a single Tactical Point to remove up to a further 6. Your deck cannot consist of fewer than 18 cards at the point of choosing your mission.

Designers' Note: Impossible Objectives.

If, after removing the unwanted cards from your deck, you generate an objective in-game that cannot be scored, that's tough. For instance, if you chose to leave Witch Hunter in your deck, and your opponent hasn't (or never had!) any Psykers available for you to destroy, that's either bad luck or bad tactics!

The intention here is twofold - if you concentrate on a more destructive game at the expense of playing the objectives, you're more likely to be caught out in this way, which is very typically Heralds of Ruin - and it helps avoid disputes about exactly when an objective becomes "impossible."

Other modifications.

- Any reference to a Morale test refers to any Morale test, Nerve test or Rout test.
- Any reference to Warlord refers to Team Leader.
- "Hold The Line" cannot be put into play in Battle Round 1.
- Re-roll results of 5 or 6 for Mission Critical Objective
- Change all instances of scoring D3 Victory Points to 2 Victory Points. This does mean that "D3+3" always scores 5, for example.
- Faction-specific objectives - follow the guidelines above. If you find an objective card that appears impossible to play in Heralds of the Maelstrom, please let us know!

Using your Objective Deck, Achieving and Discarding Objectives

The rules for using your deck and achieving objectives in Heralds of the Maelstrom are exactly the same as “Using Your Objective Deck” and “Achieving Tactical Objectives” in Chapter Approved 2019. At the end of either player’s turn, you may discard any of your in-play objectives.

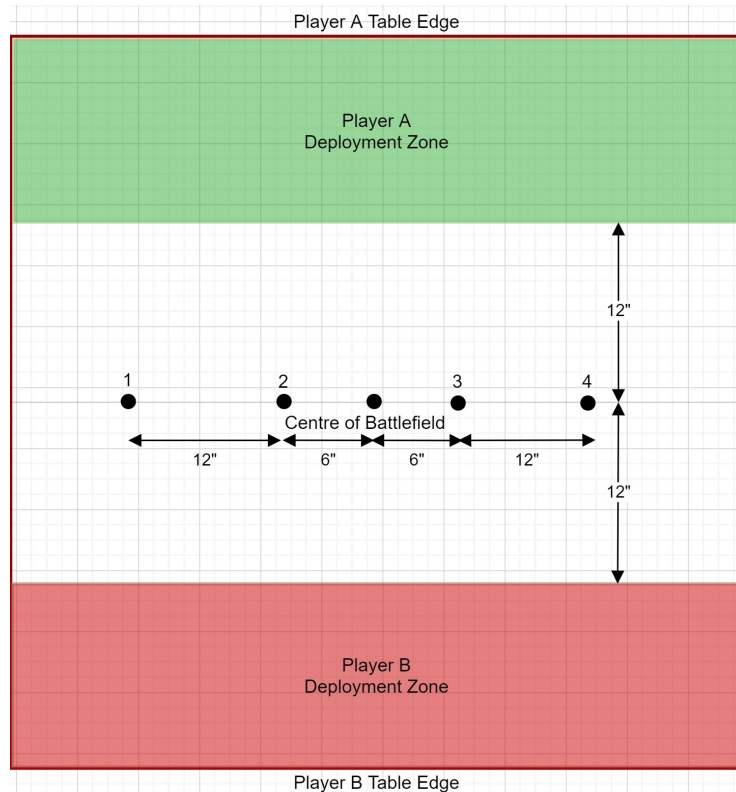
Using Command Points

Because of the unique and changing demands of a Maelstrom game, each team generates an additional 2 Command Points, and players have access to the following universal Stratagems:

- Tactical Instinct - 1CP - Use this Stratagem at any point during your turn. You may look at the top card of your deck, and replace it on either the top or bottom of your deck. You may only use this Stratagem once per turn.
- Re-prioritise - 1CP+ - Use this Stratagem at the start of your turn, spending any number of CP. Discard a Tactical Objective from your hand and draw a new one from your deck for each CP spent
- Double Down - 2CP - Use this Stratagem at the start of your turn. Shuffle your discards into your deck then draw a card. You may only use this Stratagem once per game.

1 - The Leyline

A prometheum conduit, a mystical pathway or a rift in reality. Whether your warband is there to tap into an energy source, open gateways between worlds or stop a suspension bridge from collapsing under enemy attack, the crucial elements of this battlefield run right through its centre!



Four objective markers are placed on the centre line of the board as shown.

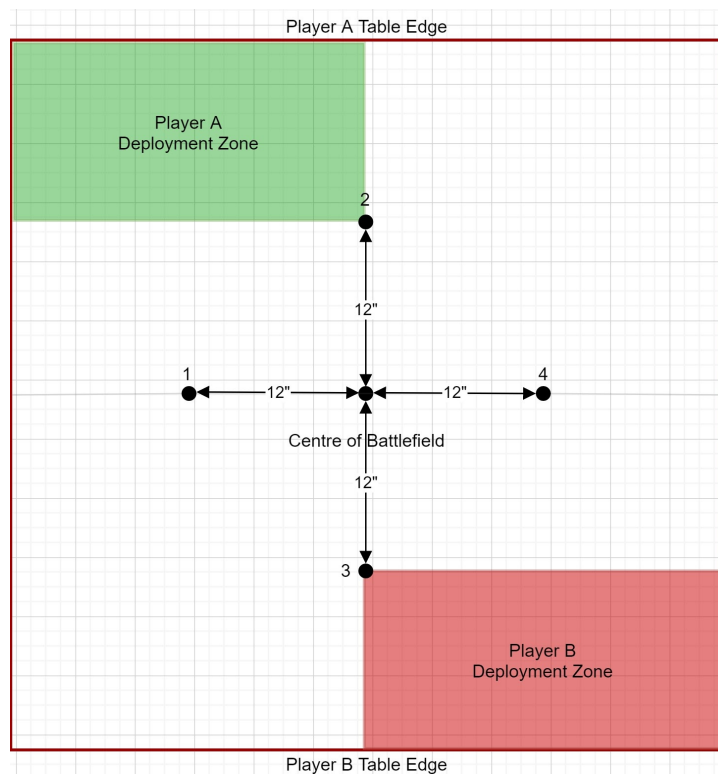
These objectives follow the rules for holding objectives in *Heralds of Ruin*, and cannot be picked up or moved by models on either team.

As the battle progresses, the emergency that the warbands are trying to bring about or prevent becomes more pressing!

When a Tactical Objective is achieved that specifically names the objective marker with the same number as the current battle round, or a lower number than the current battle round, that Tactical Objective is worth an additional Victory Point.

2 - Phase Shift

Powerful artefacts in temporal bubbles, time-locked datasafes, malfunctioning excavation servos ready to be rigged with explosives... this is nothing short of 41st Millennium Whack-A-Mole.



Four objective markers are placed and numbered as shown.

These objectives follow the rules for holding objectives in Heralds of Ruin, and cannot be picked up or moved by models on either team.

The objective markers will spend only some of the game present on the battlefield! At the start of the game, only objective markers 1 and 4 are present. The markers will shift as follows:

At the beginning of battle round 2, markers 2 and 3 become present. Markers 1 and 4 vanish. Turn the markers over or otherwise indicate they have temporarily disappeared!

At the beginning of battle rounds 3 and 4, roll a D6 for each marker, present or otherwise. On a 4+ it shifts - vanishing if it is present and reappearing if it was not present.

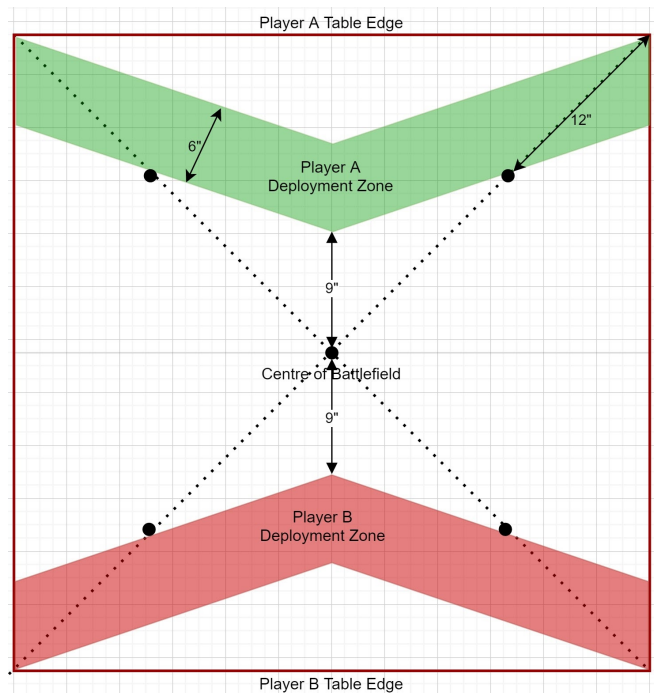
At the beginning of battle round 5, all markers become present on the battlefield and remain until the end of the game.

A Tactical Objective that names a specific objective marker can only be achieved at the end of a turn in which the marker is present on the battlefield. A marker can only be considered to be held if it is present.

Those who are able to predict the shifts can reap the rewards - all "Defend Objective X" cards are worth an extra Victory Point.

3 - The Lure

What began as a cautious recon turns into bloody murder as both patrols are drawn inexorably into combat. But which side is pulling the strings?



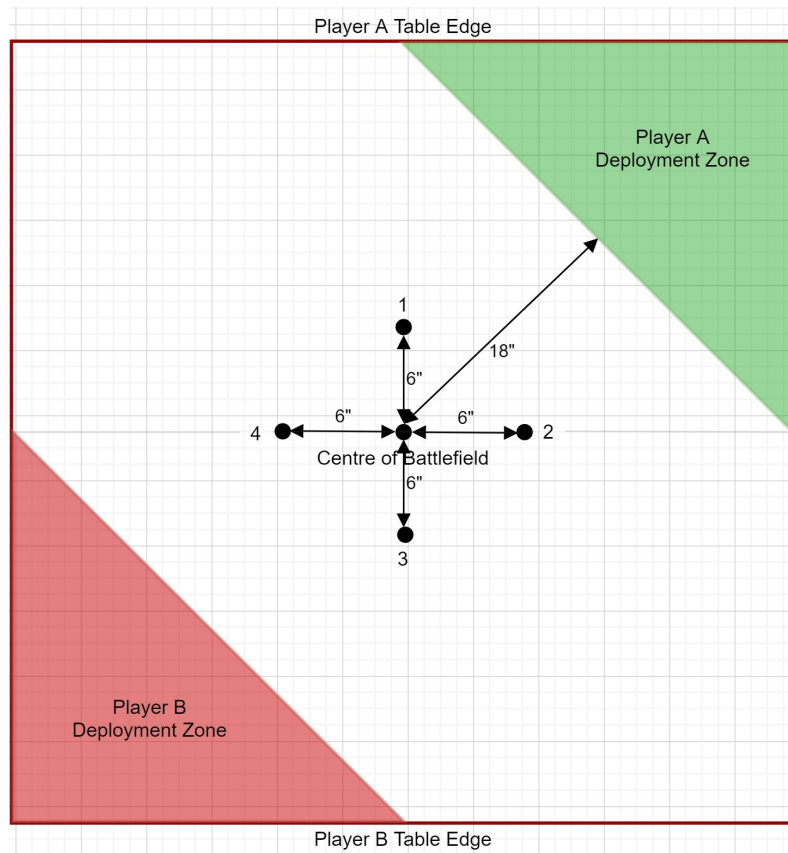
Draw four imaginary lines from the centre of the board to each corner. One objective marker is placed on each line, 12" from the corner of the board.

At the beginning of each battle round, the objective markers each move 6" toward the centre of the battlefield.

Any number of tactical objectives may be kept secret until achieved. On tactical objectives that call for enemy units to be removed as casualties, replace the word "enemy" with "friendly". These Tactical Objectives are worth an additional 1 victory point when achieved.

4- The Opportune Moment

Untold treasure lies unguarded, ripe for the ransacking. Claim what you can, but beware - the overly avaricious may lose more than they ever stood to gain!



Place four objective markers on the board as shown. The Heralds of Ruin rules for picking up and carrying objective markers are used in this mission.

If a model you control drops an objective marker, you must choose and discard one of your active tactical objectives that refers to that objective specifically.